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YOO, JASSON H				
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Please find below and/or attached an Office communication concerning this application or proceeding.

The time period for reply, if any, is set in the attached communication.

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Office Action Summary

Application No.

10/800,331

Applicant(s)

MURPHY ET AL.

Examiner

Jasson H. Yoo

Art Unit

3714

Period for Reply -- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

- 1) ☒ Responsive to communication(s) filed on 05 June 2009.
- 2a) ☒ This action is **FINAL**. 2b) ☐ This action is non-final.
- 3) ☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

- 4) ☒ Claim(s) 9, 11, 12, 14, 15, 17, 18, 32, 34-39 and 41-49 is/are pending in the application.
- 4a) Of the above claim(s) _____ is/are withdrawn from consideration.
- 5) ☐ Claim(s) _____ is/are allowed.
- 6) ☒ Claim(s) 9, 11-12, 14-15, 17-18, 32, 34-39, 41-49 is/are rejected.
- 7) ☐ Claim(s) _____ is/are objected to.
- 8) ☐ Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

- 9) ☐ The specification is objected to by the Examiner.
- 10) ☐ The drawing(s) filed on _____ is/are: a) ☐ accepted or b) ☐ objected to by the Examiner.
Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).
Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).
- 11) ☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

- 12) ☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
- a) ☐ All b) ☐ Some * c) ☐ None of:
1. ☐ Certified copies of the priority documents have been received.
 2. ☐ Certified copies of the priority documents have been received in Application No. _____.
 3. ☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

* See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

- 1) ☒ Notice of References Cited (PTO-892)
- 2) ☐ Notice of Draftsperson's Patent Drawing Review (PTO-948)
- 3) ☐ Information Disclosure Statement(s) (PTO/SB/08)
Paper No(s)/Mail Date _____
- 4) ☐ Interview Summary (PTO-413)
Paper No(s)/Mail Date _____
- 5) ☐ Notice of Informal Patent Application
- 6) ☐ Other: _____

DETAILED ACTION

Claim Rejections - 35 USC § 112

The following is a quotation of the first paragraph of 35 U.S.C. 112:

The specification shall contain a written description of the invention, and of the manner and process of making and using it, in such full, clear, concise, and exact terms as to enable any person skilled in the art to which it pertains, or with which it is most nearly connected, to make and use the same and shall set forth the best mode contemplated by the inventor of carrying out his invention.

Claim 17 is rejected under 35 U.S.C. 112, first paragraph, as failing to comply with the written description requirement. The claim(s) contains subject matter which was not described in the specification in such a way as to reasonably convey to one skilled in the relevant art that the inventor(s), at the time the application was filed, had possession of the claimed invention. Claim 17 recites the claim limitation of "the user has access to a notification select from a group comprising a friend request and a cross-title game invitation to switch from an offline game to an online game". Applicant's specification discloses signing-in affords the user access to select online services such as in-game notification a cross-title game invention. Applicant's specification also discloses that such access enables a gamer to readily switch from an offline game to an online game when the situation changes (e.g. a friend signs-in or issues an invitation to play an online game). However, Applicant's specification fails to disclose **the user has access to a notification to switch from an offline game to an online game**. Providing an online gaming service when a player signs-in is not the same as providing a notification to switch from an offline game to an online game. A player can switch

from an offline game to an online game without having a notification to switch from an offline game to an online game.

The following is a quotation of the second paragraph of 35 U.S.C. 112:

The specification shall conclude with one or more claims particularly pointing out and distinctly claiming the subject matter which the applicant regards as his invention.

Claim 11 is rejected under 35 U.S.C. 112, second paragraph, as being indefinite for failing to particularly point out and distinctly claim the subject matter which applicant regards as the invention. Claim 11 recites the claim limitation of, "if the signing in was unsuccessful, reporting an error in a status message window of a main menu generated by a game loaded in the dedicated game console". However, independent claim 9 is directed to signing in a user account, the user of an offline game title on the dedicated game account. Claim 9 can be interpreted that the invention is directed to signing-in a user account of a game-console rather than an account of a particular game (such as an account of an offline game title or an account of an online game title). An account of a game-console is signed in rather than an account of a particular game. This will allow the user to receive online service regardless if a particular game is online or offline. Thus a game program does not sign in the user account since the user can sign in to the online service while the game is offline. Therefore it is not clear how a game generates the signing in status message if the game is offline.

Claim Rejections - 35 USC § 103

The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negated by the manner in which the invention was made.

Claims 9, 15, 17, 32, 37-39 are rejected under 35 U.S.C. 103(a) as being unpatentable over Sakaguchi (US 2001/0009868) in view of AOL Instant Messenger (cited from <http://www.aol.com.au/site/website/aolproducts/aim/help.php> March 11, 2001 version), (hereinafter "Aim'3/11/01") and in view of Shambroom (US 5,923,756).

Claim 9. Sakaguchi discloses a method comprising computer instructions, which when executed by a processor of a dedicated game console [Game terminal (1 in Fig. 1) inherently comprises a processor to execute computer instructions stored in the memory (11 in Fig. 1).], instruct the dedicated game console to perform acts comprising:

determining if a least one user account is present on the dedicated game console [Sakaguchi discloses a user identification information, ID for identifying a legal user (paragraphs 16, 37, 39, 43).] for a user of an offline game title on the dedicated game console [The user can play an offline dedicated game program (paragraph 38) on the

game console or play a comic game offline on the game console (paragraph 105).

Thus the user is a user of an offline game title on the dedicated game console.];

registering a presence of the specific user account with a presence server inside the secure data center [Sakaguchi discloses secure data center (servers 2-6 in Fig. 2) to provide the online services. Sakaguchi also disclose the user account is registered on the game server side (identification information is recognized, paragraph 39).];

and the user of the offline game title on the dedicated game console is provided with access to online services available from a secure data center during use of the offline game title [The user is provided online services such as playing online, mail, chat, online comic, online music (abstract, paragraphs 10, 11, 12, 15, 41-47) from a secure data center (servers 2-6 in Fig. 1).].

Sakaguchi discloses the claimed invention as discussed above but fails to teach the specifics of the automatic signing in feature for silently signing in the user, and the specifics of establishing a connection with a presence server by opening a secure a secure communication channel and establishing a security key configured to encrypt data as claimed. Nevertheless, the method of providing an automatic sign in feature and the specifics of establishing a connection with a presence server by opening a secure a secure communication channel and establishing a security key configured to encrypt data as claimed are well known in the art.

An example of a providing an automatic sign in figure for an online user account is taught by Aim'3/11/01. Aim'3/11/01 is program for providing a user online services (More specifically, providing online chat services. However, it is known that Aim also provides other services such as transmitting pictures, transmitting data, voice chatting and playing games.). Aim'3/11/01 discloses that in order to receive the service, the user must login to his/her account by entering the user's ID (screen name) and password (see page 2 of Aim'3/11/01). A "Save Password" is available as an option to save time from entering a password each time the user logs in (see page 2 of Aim'3/11/01). If a user selects the "Save Password" option, an "Auto-login" option is available to automatically sign in a user when the program is launched by the computer (see page 2 of Aim'3/11/01). This "auto-login" feature "silently" (without asking the user to sign in) signs in the user account onto an online service without requiring action by a user. Hence the feature is called "auto-login". If there is only one user who selects the "auto-login" features, and this user is the most recently signed in user, then the most recently signed in user account is silently signed onto the online service. Furthermore, if there is only one user account (since the claim is only directed to at least one user account), then that one user account is also considered the most recently signed in user account. The auto-login feature allows the user to be connected online to receive the online service without having the user enter his/her account information and password information. Therefore it would have been obvious to one of ordinary skilled in the art at the time the invention was made to modify Sakaguchi that provides a user online service, and incorporate the auto-login feature (silently signing in feature) as taught by

Aim'3/11/01 in order to receive the online service without having the user enter his/her account information and password information.

Regarding the claim limitation of opening a secure communication channel between the dedicated game console and a security gateway of a secure data center based on a security ticket obtained from a key distribution center, and establishing a security key configured to encrypt data transferred between the dedicated game console and the security gateway; and transmitting data packets between the dedicated game console and the secure data center via the security gateway, it is implied that Sakaguchi teaches these limitations. Sakaguchi discloses that a user identification is necessary for the user authentication (paragraph 37). The user identification, in the form of a user ID is used for identifying a legal user in order to provide service. It is implied that the user identification information is encrypted using a security key, transferred in a secure communication channel between the dedicated game console and a security gateway of a secure data center. Furthermore, as discussed in the interview (dated 12/10/08) and indicated in the last office action (dated 3/6/09), the claimed limitations of signing-in via a security gateway based a security ticket obtained from a key distribution center and transferring encrypted data appears to be similar to what's known in convention online sign-in process. Applicant has not provided any arguments on how the claim limitations are different over conventional sign-in process. In addition, an example of providing a secure communication channel is taught by Shambroom. Shambroom discloses a method of opening a secure communication channel between a computing device (client 610 in Fig. 4) and a security gateway (740

in Fig. 4) of a secure data center (destination server, Abstract, cols. 5:21-35, 9:61-64) based on a security ticket (606 in Fig. 5) obtained from a key distribution center (900 in Fig. 4 and 600 in Fig. 5). The security key is configured to encrypt data (Fig. 5 steps 608-612). Furthermore encrypted data packet is transmitted from between the computing device and the data center accessible via the security gateway (col. 11: 41). This method ensures that the user's account is secured and that the communication between the computing device and the server with the user's account is secured. Therefore it would have been obvious to one of ordinary skilled in the art at the time the invention was made to modify Aim'3/11/01 and incorporate Shambroom's method of providing a secure communication channel in order to ensure that user's account is secured and to ensure that and the communication between the computing device and the server with the user's account is secured.

Regarding claim 32, the computer to perform the auto-sign in feature as discussed above inherently requires a computer-readable to store the program.

Claim 15. The combination of Sakaguchi, Aim'3/11/01 and Shambroom discloses determining a status of the signing in; and next returning a status message selected from a group comprising no user account present, automatic sign-in disabled, signing in, not-signed in, and signed in [Aim'3/11/01 discloses that an auto-login box is required to be checked to for the automatic sign-in. Thus when the status of the auto sign-in is not enabled, the status message in form of box not checked for automatic

sign-in selected. Furthermore it is implied that some sort of message indication is provided to the player when the player is signing in, not signed in, or signed in, in order to let the player know that the service is being provided.].

Claim 37. Aim'3/11/01 discloses the method as discussed above, further comprising returning a status message selected from a group comprising no user Account present, automatic sign-in disabled, signing in, not signed in, and signed in (The "Auto-login" box is a message that indicates whether automatic sign-in is disabled. It is noted that the claim does not specify when the returning status message occurs. Thus the "Auto-login" message is returned when the program is loaded.).

Claims 38. The combination of Sakaguchi, Aim'3/11/01 and Shambroom discloses after the signing in, the user of the offline game title has access to one or more items selected from a group comprising a friends list and a notification (Sakaguchi Fig. 6c. See also Aim'3/11/01 page 2 for contact list and pages 1-3 regarding messages).

Claims 17, 39. The combination of Sakaguchi, Aim'3/11/01 and Shambroom discloses the notification is a cross game-title invention [Sakaguchi discloses a notification in form of a knock to invite another player to play online together (abstract, paragraphs 62-74). By knocking, the player is invited to play together (i.e. Fig. 4D).

Furthermore, the claim limitation of a notification is game invitation is directed to the content of the message. Such limitation is intended use of the invention and does not give patentable weight to the invention. For example, the limitation of: *receiving a notification of, "Do you want to come to my birthday party?... my place tomorrow at 5pm" from a friend, wherein the friend is a user listed under the user's buddy list*; is a notification comprising a friend request and a party invitation. An example how the claim limitation can be met is if the user receives at text message from a friend messaging, "Let's play star-craft". Sakaguchi chat feature or Aim'3/11/01 chat feature can be used to provide the notification as claimed. Regarding claim 17, it can be interpreted that an offline game is a dedicated game program (Sakaguchi, paragraph 38) or an offline comic game (Sakaguchi, paragraph 105) and the online game is a game where players interact within the virtual world (Sakaguchi, Fig. 4d)].

Claims 11, 14, 34, 36 are rejected under 35 U.S.C. 103(a) as being unpatentable over Sakaguchi (US 2001/0009868) in view of Aim'3/11/01 in view of Shambroom (US 5,923,756) as applied to claims 9 and 32 above, and further in view of AOL Instant Messenger (cited from http://www.aim.com/help_faq/linux/latest_linux.adp Feb 02, 2002 version), (hereinafter "Aim'2/2/02").

Claims 11, 14, 34, 36. The combination of Sakaguchi, Aim'3/11/01 and Shambroom discloses the claimed invention of automatically signing in a user account onto an online service as discussed above. The combination of Sakaguchi, Aim'3/11/01

and Shambroom discloses if the signing in was successful when the user is connected online. However Sakaguchi, in view of Aim'3/11/01 and Shambroom fails to specifically disclose if the signing in was unsuccessful, reporting an error in a status message window of a main menu generated by a game loaded in the dedicated game console; and initiating an interactive sign in by providing a user name and an authorization code via a controller coupled to the dedicated game console. Nevertheless, providing an error message on a displayed user interface after an unsuccessful attempt of signing into an online service, or allowing the user to reenter a pass code after an unsuccessful attempt of signing into an online service is well known in the art. Aim'2/2/02 discloses this common feature of providing an error message. Aim'2/2/02 also discloses a messaging program named AOL Instant Messenger. When an invalid password is used to sign on, Aim displays an error message, stating that the password entered is invalid (see page 3 of Aim'2/2/02). After the error message is displayed by the program, an interactive sign-in is available for the user to enter the correct password (see page 3 Aim'2/2/02) using the electronic system's controller (i.e. keyboard). Displaying an error message to the user provides an indication to the user that sign-in was unsuccessful. The interactive sign-in allows the user to re-attempt the sign-in process using the correct pass code via a controller coupled to the electronic system. Therefore it would have been obvious to one of ordinary skilled in the art at the time the invention was made to modify Sakaguchi, Aim'3/11/01 and Shambroom's auto sign-in feature within a game of a game console, and incorporate Aim'2/2/02 displayed error message in order to provide an indication that the auto sign-in was unsuccessful and allow the user to re-

attempt the sign-in process using the correct pass code via a controller. One of ordinary skilled in the art would modify Sakaguchi's game console to appropriately use Sakaguchi's game program to display the status message, and use Sakaguchi's game controller (keypad 13 in Fig. 1) to incorporate Aim'2/2/02 features.

Claims 12, 35, 43, 46 are rejected under 35 U.S.C. 103(a) as being unpatentable over Sakaguchi (US 2001/0009868) in view of Aim'3/11/01 and Shambroom (US 5,923,756) as applied to claims 9, 32 and 38 above, and further in view of Heredia (US 6,241,612) as supported by Applicant's Specification.

Claims 12, 35. Sakaguchi in view of Aim'3/11/01 and Shambroom discloses a method of silently signing in a user onto an online service on a dedicated game console as discussed above. Sakaguchi further discloses that players can communicate over the secure communication channel between the dedicated game console and the secure data center (chat, paragraph 42). Sakaguchi also discloses that game data, music data, comic data, mail data, are communicated over the secure communication channel between the dedicated game console and the secure data center (Sakaguchi, paragraphs 39-42). However, Sakaguchi in view of Aim'3/11/01 and Shambroom fails to disclose that voice data are communicated over the secure communication channel using data packets wherein the data packets containing voice data are partially encrypted to comprise the voice data that is unencrypted and the other data that is encrypted. Nevertheless, such modifications would have been obvious to one of

ordinary skilled in the art. As discussed above, Sakaguchi discloses that players can chat by communicating over the secure communication channel (Sakaguchi, Fig. 4d illustrates text chat). Voice chatting is also a form of chatting. Furthermore, it is well known in the art to voice chat with remote players within an online game. An example of providing voice chat is taught by Heredia. Heredia discloses voice data (210 in Fig. 2) and other data (Fig. 2) are communicated over a secure communication channel (secure within the gaming network as shown in Fig. 1) between game consoles (A, B, C, D in Fig. 1) and a secure data center (E in Fig. 1). This allows remote players to talk to one another or select players while playing a game (abstract). Therefore it would have been obvious to one of ordinary skilled in the art at the time the invention was made to modify Sakaguchi in view of Aim'3/11/01 and Shambroom method of silently signing in a user onto an online service on a dedicated game console, and incorporate the method of communicating voice data over the secure communication channel in order to allow remote players talk to one another or select players. Sakaguchi in view of Aim'3/11/01 and Shambroom in view of Heredia may fails to explicitly disclose that the data packets are partially encrypted, the data packets comprising voice data that is unencrypted and the other data that is encrypted. Nevertheless the specific type of data that is encrypted or unencrypted is a design choice. Applicant's specification (paragraph 31 of 2005/0202875) explicitly discloses the portions of the data packets which are encrypted and which are not can vary based on the desires of the designers of the data center and/or game consoles. Thus it would have been obvious to one of ordinary skilled in the art to modify Sakaguchi in view of Aim'3/11/01, Shambroom and Heredia, and

partially encrypt the data packets wherein the voice data is unencrypted and the other data is encrypted in order to provide a data format according to the designers of the data center and/or game consoles.

Claims 43, 46. The combination of Sakaguchi in view of Aim'3/11/01, Shambroom, and Heredia discloses after the signing in, the user has access to a friends list comprising a name of friends (Sakaguchi Fig. 6c), an online or offline status of each one of the friends (Sakaguchi, friends listed in Fig. 6c are online), a game each one of the friends is playing (Sakaguchi, Figs. 6c illustrates that players are playing the current game or playing comics), and a voice-enabled status of each one of the friends (Sakaguchi discloses the status of each of player in regards to the type of service each player is receiving. Heredia discloses a voice-enabled service. Thus the combination of Sakaguchi and Heredia discloses displaying the type of service including a voice-enabled service).

Claims 18, 47 are rejected under 35 U.S.C. 103(a) as being unpatentable over Sakaguchi (US 2001/0009868) in view of Aim'3/11/01 and Shambroom (US 5,923,756) as applied to claim 9 above, and as further supported by Nishiumi (US 6,001,015).

Claims 18, 47. Sakaguchi in view of Aim'3/11/01 and Shambroom discloses a method of silently signing in a user onto an online service on a dedicated game console as discussed above. The gaming device stores a specific user's account data on a

memory device in order to auto sign-in the user (Sakaguchi 11 in Fig. 1). The gaming device also comprises a controller (Sakaguchi, 13 in Fig. 1). However, Sakaguchi in view of Aim'3/11/01 and Shambroom fails to disclose the method coupling a controller to the dedicated game console, the controller corresponding to a specific user account present on the dedicated game console; and silently signing in the specific user account onto the online service. Nevertheless, this modification would have been obvious to one of ordinary skilled in the art. The method of coupling a controller to the dedicated game console, the controller corresponding to a specific user account present on the dedicated game console, and silently signing in the specific user account onto the online service, is method of using a memory device within a controller. This is simply a rearrangement of parts, where a memory device used to store the user's data (typically within gaming console) is rearranged to be located within a controller. It would have been obvious to one having ordinary skill in the art at the time the invention was made to modify Sakaguchi in view of Aim'3/11/01 and Shambroom and an rearrange the location of the memory device, since it has been held that rearranging parts of an invention involves only routine skill in the art. *In re Japikse*, 86 USPQ 70. Furthermore Nishiumi discloses a memory device within a gaming controller for the purpose of storing individual player's game data (col. 10:29-65). Thus it would have been obvious to modify Sakaguchi in view of Aim'3/11/01 and Shambroom and store player's game data such as a user account within a game controller, since Nishiumi provides support that is it well known in the art to store individual player's game data within a gaming controller.

Claims 44-45 are rejected under 35 U.S.C. 103(a) as being unpatentable over Sakaguchi (US 2001/0009868) in view of Aim'3/11/01 and Shambroom (US 5,923,756) as applied to claim 9 and 32 and further in view of Randall Whitten (US 2002/0128068).

Claims 44, 45. Sakaguchi in view of Aim'3/11/01 and Shambroom discloses the claimed invention but fails to specifically teach a video processing pipeline comprising a three dimensional graphics processing unit, a video encoder, and a digital video bus configured to carry data from the three-dimensional graphics processing unit to the video encoder, and a plurality of controller support subassemblies, each controller support assembly supporting a plurality of controllers. However, the specific type of video processing pipeline and a plurality of controller support subassemblies appear to be a design choice, since the specific type of video processing pipeline and type of controller support subassemblies does not change how a gaming console is provided online services. The method of silently signing in a user account associated with a gaming device can be applied to any gaming device regardless of the specific graphical video components and the controller components of the gaming console. Thus it appears that the specific limitations of the graphical video components and the controller components of the gaming console are design choices. Such modifications would have been obvious to incorporate in order to use auto-sign in a user account using any type of gaming machine.

Furthermore, Randall Whitten discloses the claimed limitation of a plurality of controller support subassemblies supporting a plurality of controllers (240 and 104 in Fig. 2) and a video processing pipeline for graphics process, the video processing pipeline comprising a three dimensional graphics processing unit (220), a video encoder (222), and a digital video bus configured to carry data from the three-dimensional graphics processing unit to the video encoder (described in paragraph 33). It would have been obvious to one of ordinary skilled in the art to modify Sakaguchi in view of Aim'3/11/01 and Shambroom method of silently signing-in a user's account associated with a game console, and incorporate the specific game components as disclosed by Randall Whitten in order to auto-sign in a user account using any type of gaming machine including Randall Whitten's gaming machine.

Claims 41-42 are rejected under 35 U.S.C. 103(a) as being unpatentable over Sakaguchi (US 2001/0009868) in Aim'3/11/01, in view of Shambroom (US 5,923,756), in further in view of Randall Whitten (US 2002/0128068), and supported by Nishiumi (US 6,001,015), and in view of Heredia (US 6,241,612) and as supported by Applicant's Specification.

Claim 41. Sakaguchi in view of Aim'3/11/01 and Shambroom discloses a method of silently signing in a user onto an online service on a dedicated game console, opening a secure communication channel; establishing a security key, transmitting data packets; registering a presence of the specific user account as claimed (see rejection

for claim 9). It would have been obvious incorporate the specific game components as claimed, in order to use any type of gaming machine including Randall Whitten's gaming machine (see rejection for claim 44 above). It would also have been obvious to one of ordinary skilled in the art to correspond specific user account information to a controller coupled to one of the plurality of controller support assemblies as discussed in claim 18 and supported by Nishiumi. Furthermore, it would have been obvious to provide user access to a friends list and transmit voice data and other data in data packets as claimed since it is well known in the art the provide voice chat service as indicated by Heredia and provide different types of encryption schemes as supported by Applicant's Specification (see rejection for claims 12 and 43 above).

Claim 42. Nishiumi discloses the memory unit of the controller is removable (memory card, col. 10:29-65).

Claims 48-49 are rejected under 35 U.S.C. 103(a) as being unpatentable over Sakaguchi (US 2001/0009868) in view of Aim'3/11/01, Shambroom (US 5,923,756) and supported by Nishiumi (US 6,001,015), as applied to claim 47 above, and further in view of further in view of Heredia (US 6,241,612) as supported by Applicant's Specification.

Claims 48-49. Sakaguchi in view of Aim'3/11/01, Shambroom and Nishiumi disclose the claimed invention above but fails to disclose a friends list with a voice enabled status, and transmitting voice data that is unencrypted and other data that are

partially encrypted packets. Nevertheless such modification would have been obvious to one of ordinary skilled in the art the time the invention was in view of Heredia as supported by Applicant's Specification (see rejection for claims 12 and 43 above).

Applicant's arguments with respect to claims 9, 11-12, 14-15, 17-18, 32, 34-39, 41-49 have been considered but are moot in view of the new ground(s) of rejection. New grounds of rejection have been made for the dependent claims as necessitated by the amendment within the independent claims.

Regarding claim 17 rejected under 35 U.S.C. 112, first paragraph, as failing to comply with the written description requirement, Applicant argues that the originally filed claims 16 and 17 and the specification provide support for the claim limitation of "the user has access to a notification select from a group comprising a friend request and a cross-title game invitation to switch from an offline game to an online game". However, the originally filed claims 16 and 17 indicates that the user has access to one or more items selected from a group comprising a friends list and a notification, the notification is selected from a group comprising a friend request and a cross-title game invitation. Applicant's specification discloses signing-in affords the user access to select online services such as in-game notification a cross-title game invention. Applicant's specification also discloses that such access enables a gamer to readily switch from an offline game to an online game when the situation changes (e.g. a friend signs-in or issues an invitation to play an online game). However, Applicant's specification and the originally filed claims fail to disclose **the user has access to a notification to switch**

from an offline game to an online game. Providing an online gaming service when a player signs-in is not the same as providing a notification to switch from an offline game to an online game. A player can switch from an offline game to an online game without having a notification to switch from an offline game to an online game. Furthermore, a player can receive a friend request to a cross-title game invention that is different from a notification to switch from an offline game to an online game.

Conclusion

Applicant's amendment necessitated the new ground(s) of rejection presented in this Office action. Accordingly, **THIS ACTION IS MADE FINAL**. See MPEP § 706.07(a). Applicant is reminded of the extension of time policy as set forth in 37 CFR 1.136(a).

A shortened statutory period for reply to this final action is set to expire **THREE MONTHS** from the mailing date of this action. In the event a first reply is filed within **TWO MONTHS** of the mailing date of this final action and the advisory action is not mailed until after the end of the **THREE-MONTH** shortened statutory period, then the shortened statutory period will expire on the date the advisory action is mailed, and any extension fee pursuant to 37 CFR 1.136(a) will be calculated from the mailing date of the advisory action. In no event, however, will the statutory period for reply expire later than **SIX MONTHS** from the date of this final action.

Any inquiry concerning this communication or earlier communications from the examiner should be directed to Jasson H. Yoo whose telephone number is (571)272-5563. The examiner can normally be reached on 9:00am - 5:00pm.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Dmitry Suhol can be reached on (571) 272-4430. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see <http://pair-direct.uspto.gov>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

JHY

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